

MOUNTAIN KING



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CBS Software

SETTING UP YOUR COMPUTER

1. Hook up your computer following manufacturer's instructions.
2. For Atari® Home Computers:
 - a. Insert the game cartridge into the cartridge slot *before turning the computer on*. On the Atari 800™, use LEFT CARTRIDGE slot.
 - b. Plug a Joystick Controller *firmly* into the left controller jack.
3. Turn on your TV set and adjust volume.
4. Turn your computer on.
5. To restart a game, press "Start" on your Atari computer.

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Program written by Robert Matson
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Deep inside a long-lost diamond mine is the secret Temple Chamber of a forgotten civilization. There, a priceless golden crown sits high on a pedestal, vulnerable to plundering explorers who want to control its power. But this treasure is jealously guarded by the denizens of the mountain, and whoever has the daring and courage to challenge them, seize the crown, and escape to the mountaintop with it will become MOUNTAIN KING!

OBJECT OF THE GAME

The object of Mountain King is to capture the crown from the Temple Chamber and carry it safely to the top of the mountain as many times as you can, and on as many levels of play as possible before your time expires or you are destroyed.

STARTING THE GAME

Press the trigger on your joystick or the Start button on your computer. The Explorer will appear and dance across the mountaintop. At the end of the dance, you will automatically begin play at Level 1. If you wish to bypass the dance, press the Start button again.

SELECTING LEVELS

There are 8 different levels of play which get progressively more difficult and give you less and less time to complete your mission. If you wish to start the game at Levels 2-8, push the Select button, move the joystick to the right and hold it there until the level you want to play is indicated. Then press the Start button.



THE EXPLORER

Watch carefully as the Explorer does his dance. You'll see all the different ways he can move and the Perpetual Flame (where you must take the Crown). You'll also hear the theme music.

Use your joystick to make the Explorer run to the left or right. To jump from level to level, push the joystick away from you at a 45 degree angle to the left or right; he'll leap in the respective direction. If you jump or fall to a lower level, you won't be hurt. But, if you fall too far, you will be stunned and unable to proceed for a few seconds. Push the joystick away from you to climb ladders. Pull it towards you to go down ladders or to kneel.

You must kneel to claim the Flame Spirit, open treasure chests, gain entry to the Temple Chamber, and put the Crown on your head.

Push the fire button on your joystick to turn on the flashlight and move the joystick in the direction you wish to shine the flashlight—left or right only.



FLAME SPIRIT

In order to gain entry to the Temple Chamber, you must first capture the Flame Spirit. As soon as you've collected 1,000 or more diamond points, the Flame Spirit will become available.

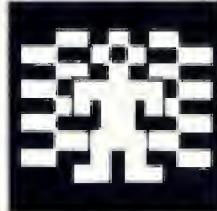
LOOK FOR: a very briefly flickering flame. This marks the position of the Spirit. *The Spirit itself is only fully visible with the flashlight on it.*

LISTEN FOR: the theme music. The louder it is, the closer you are to the Spirit. In Level 1, you will have unlimited time to find the Spirit. On levels 2-8, the theme music will play through only two verses while the Spirit is available. If you do not locate the

Spirit in this amount of time, it will disappear again, and a flame will appear to mark where it was.

Before the Spirit is available again, you will have to collect 1,000 more diamond points. If you are a great distance away from the Spirit when it becomes available, you will hear no theme music, but a flickering flame at the bottom of the screen will be visible as long as the spirit is available.

The Flame Spirit is randomly hidden in the mountain, and it is not likely to be in the same place from appearance to appearance.



Once you have found the Spirit, position the Explorer directly on top of it and pull the joystick towards you to kneel down and pick it up. The Explorer will be surrounded by a glittering halo. Quickly proceed to the Temple Chamber entrance.



BATS

Two kinds of bats inhabit the mountain. Black Bats can only be seen with the flashlight; they can't hurt you. Gray

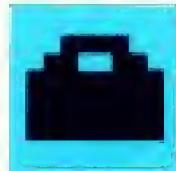
Bats, however, protect the Temple and the Crown by trying to steal the Flame Spirit (Levels 2-8) and the Crown (all levels) from you. Gray Bats appear when you capture the Flame Spirit or release them from a Treasure Chest.



GIANT SPIDER

Lurking at the bottom of the mine is the Giant Spider who waits to wind the Explorer in his web. You will be able to hear him before you see him. Escape the web by rapidly moving the joystick up and down or revolving it 360 degrees. You must escape the web quickly. If the Spider returns to find you still struggling, he will eat you and end the game. The Spider will also steal back the Flame Spirit (Levels 2-8) or the

Crown (all levels) should you have either when he catches you. (Remember, in Level 1 you will be protected from losing the Flame Spirit to the Spider or the Bats.) As the level of difficulty increases, the Spider and web grow increasingly harder to see and the web becomes more difficult to escape. In Level 8, the Spider and web are invisible. At all levels you can escape the Spider altogether by leaping over him or jumping to a ladder or level out of the way.

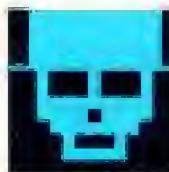


TREASURE CHESTS

Randomly hidden throughout the lower part of the mountain are 10 treasure chests. They contain either Bats or

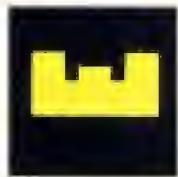
Diamonds and you cannot know which is inside before you open them. If a chest contains Bats, two large Gray Bats will fly out and away. Don't worry, they'll be back to bother you later. If a chest contains diamonds, you will hear a short fanfare and 260 points will be added to your total score

and subtracted from the number needed to release the Flame Spirit. To open a chest, position the Explorer directly on top of it, and pull the joystick towards you. A new chest will always be hidden for every one opened, except for chests opened while the Flame Spirit is available. Oh yes, you can only see the Treasure Chests when the flashlight illuminates them.



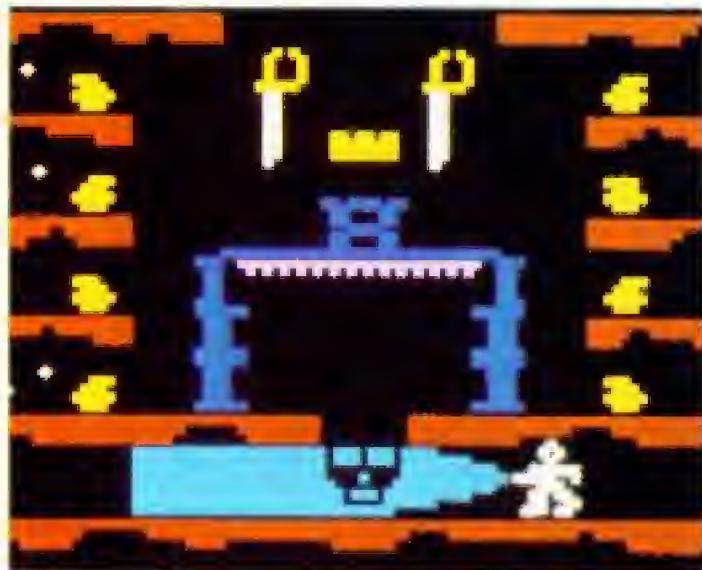
SKULL SPIRIT

Guarding the entrance to the Temple is the ominous Skull Spirit. You will only see him with the flashlight. Bring him the Flame Spirit and he will let you into the Temple. Pull the joystick toward you and hold it there. The Skull Spirit will take the Flame Spirit and become visible only long enough for you to dash into the Temple. Be fast. If the Skull disappears before you enter, you'll have to bring him the Flame Spirit again.



CROWN

Once inside the Temple, you must scale the walls to get the Crown. Watch out for the flames! Position the Explorer directly under the Crown. Move the joystick away from you to step up to the Crown, and pull it toward you to place the Crown on your head.



ESCAPING

Once the Crown is on your head, you will hear a fanfare. Drop to the floor of the Temple and back down into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Bats or Spider steal the Crown from you. If you make it to the top of the mountain, you will receive bonus points and automatically continue play at the next highest level.

The Temple Chamber:

The secret resting place of the Golden Crown has remained untouched for centuries. Now, its discovery has left it vulnerable to intrepid treasure seekers.



Bats

Diamonds

Crown

Flames

Skull Spirit

Explorer

Flashlight

Spider

SPECIAL FEATURES

Diamonds

Clusters of Diamonds are visible on all levels of the mine. Walk over them to pick them up. Each cluster of 3 Diamonds is worth 10 points.

Ladders

Use these to go up and down. The Explorer cannot jump from the top of a ladder.

Flashlight

The Explorer carries a flashlight with inexhaustible power. Push the trigger on your joystick to turn it on. With it you can see the Flame Spirit, Treasure Chests, and the Skull Spirit. You cannot use it and pick up Diamonds at the same time, nor will it work when you are caught in the Spider's web or have the Crown.

Pause

To pause the game at any point, push the Option button. Press the trigger to start the game again.

Scoring Display

The box at the bottom of the screen shows three things. At the top is your total score for the mission. At the bottom on the left is the amount of time remaining to complete the mission. To the right, the display shows the number of Diamond points needed to release the Flame Spirit. While the Flame Spirit is available, this number turns white and shows the bonus you will receive for capturing the Spirit. The quicker you get it, the larger your bonus will be.

Flames

Perpetual flames burn at the top of the mountain and around the Temple Chamber.

Also, if you do not capture the Flame Spirit in the allowed time, it will burst into flame. If the Explorer runs into a flame, he will be burnt to a glowing ember and the game will end. Although you might be able to leap the flames to gain entry to the Temple Chamber, you will not be able to capture the Crown without first capturing the Flame Spirit.



MUSIC & SOUNDS

Music is one of the most critical and exciting elements of Mountain King. At the beginning of the game, you will hear the theme music. Listen carefully. You'll hear this theme next when the Flame Spirit is available. The closer you are to the Flame Spirit, the louder the music will be.

Likewise, the faster the music is playing, the less time you have left to capture the Flame Spirit. Once you have the Crown and escape from the Temple Chamber, you'll hear the theme music again. As you are trying to escape, the music will play faster and faster. Just as before, the faster the music is playing, the less time you have to reach the top.

You will hear short fanfares when you open Treasure Chests and put the Crown on your head.

You will hear the Explorer chipping diamonds from the walls as he moves along the passages. You'll also hear him fall. The Bats make noises as they fly around but you can't hear them when the theme music is playing. You will be able to hear the Spider coming before you see it. You may have just enough time to get out of the way before it snares you, if you're lucky. This is particularly useful on higher levels when the Spider is harder to see.

Remember, careful listening is important if you're going to become Mountain King.

TIME

Time is also a critical part of the game. Depending on the level you're playing, you have limited time to complete your mission. At 1:59 left to play, the allowable time display turns yellow. With only :59 left, it turns red and flashes. Also at the :59 mark, the mountain rebels, small fires appear throughout the mine making it increasingly harder for you to get around.

BONUSES

There are several bonuses you can pick up as you play.

1. When you capture the Flame Spirit, you will be given one additional minute of playing at your current level.
2. For capturing the Flame Spirit, you will be given bonus points depending on how long it took you to capture it. (See chart on next page.)
3. For escaping from the Temple Chamber with the Crown, you will receive 5,000 points.
4. For reaching the top of the mountain with the Crown, you will receive up to 20,000 points depending upon the length of time it took you to get there and how much time is left in the game.
5. If you're standing on top of the mountain when time expires, you will be given a once only bonus of one minute.

SKILL LEVEL DISTINCTIONS

| Level | Total Time | Point Range of bonus for finding Flame Spirit | Time to find Spirit | Time to reach mountaintop |
|-------|------------|--|------------------------|------------------------------|
| 1 | 8:00 | 3000/10 | Unlimited | 45 sec. |
| 2 | 6:00 | 3500/1440 | 40 sec. | 40 sec. |
| 3 | 5:00 | 4000/3220 | 35 sec. | 30 sec. |
| 4 | 4:00 | 4500/3020 | 30 sec. | 30 sec. |
| 5 | 3:00 | 5000/3710 | 25 sec. | 30 sec. |
| 6 | 3:00 | 5500/4410 | 22 sec. | 30 sec. |
| 7 | 3:00 | 6000/4910 | 22 sec. | 30 sec. |
| 8 | 3:00 | 6500/5600 | 20 sec. | 30 sec |

END OF GAME

The game ends when your Explorer either contacts a flame, is eaten by the Spider, or runs out of time.

At the end of the game, the display will show:

1. total points scored,
2. last Skill Level played,
3. the number of times the Flame Spirit was captured, and
4. the number of times the Crown was removed from the Temple.

If the Level display is flashing, it indicates that the Explorer perished with less than one minute remaining.

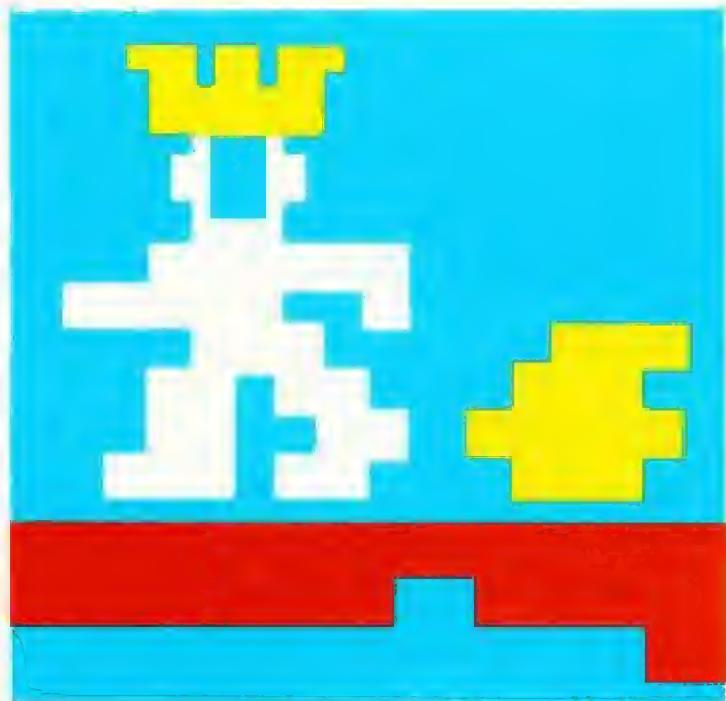
OPTION GAME

If you're looking for more challenge, try this version . . . When you start the game, press Select, choose a level, and then press the Option Button. The levels of the mine will be invisible. Oh, they'll still be there (and you can see them with your flashlight) but it does make getting around them a little trickier. Good luck, Mountain King.



STRATEGY HINTS

1. Practice maneuvering the Explorer to become familiar with the way he moves and how he jumps. You'll need to be fast and agile when you're trying to escape with the Crown.
2. Listen carefully to the sounds and the music. They let you know when the Spider is approaching, how close you are to the Flame Spirit, and how much time you have left to reach the mountain top.
3. Don't open Treasure Chests when the Flame Spirit is available. They won't be replaced, and you might need fresh ones later when you're running out of Time and Diamonds. Try to remember where they are and come back for them.



CBS Software

LIMITED WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Software cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at:

CBS Software
601 Doremus Ave.
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall not

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